AMENDMENTS TO THE CLAIMS

1. (Presently amended) A game apparatus, which can execute a game in accordance with a game program, comprising:

a display ~~control system~~ controller that displays, within a game field, a position of a player's character moving in said game field and separately displays a predetermined area around said player's character; and

a ~~recognition system~~ recognizer that recognizes a target position of said player's character, which is fixed in said game field ~~with the advance of said game~~, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed ~~on a display screen of a display apparatus~~ in the predetermined area around said player's character, said display ~~control system~~ controller displays an indicator for indicating a direction ~~extending toward~~ to said target position, the indicator being located in the vicinity of an ~~end portion~~ edge of ~~said~~ the display screen of the predetermined area around player's character ~~in the target position direction viewed from said player's character~~ in accordance with a recognition result by said ~~recognition system~~ recognizer.

2. (Original) The game apparatus according to claim 1, wherein said indicator has periodically changing brightness.

3. (Presently amended) The game apparatus according to claim 1, wherein said display ~~control system~~ controller displays, at least in a part of a game screen, said position of said player's character within both said game field and ~~a~~ said predetermined area around said player's character.

4. (Presently amended) A game control method for a game apparatus, which can execute a game in accordance with a game program, comprising:

displaying, within a game field, a position of a player's character moving in said game field and separately displaying a predetermined area around said player's character; and

recognizing a target position of said player's character, which is fixed in said game field ~~with the advance of said game~~, and a position of said player's character within the game field, and

displaying, when the target position of said player's character cannot be displayed ~~on a display screen of a display apparatus~~ in the predetermined area around said player's character, an indicator for indicating a direction toward said target position, the indicator being displayed in the vicinity of an ~~end portion~~ edge of said display screen of the predetermined area around said player's character ~~in the target position direction viewed from said player's character~~ in accordance with a recognition result of recognizing the target position.

4

5. (Original) The game control method according to claim 4, further comprising periodically changing the brightness of the indicator.

6. (Presently amended) The game control method according to claim 4, wherein the displaying comprises displaying, at least in a part of a game screen, said position of said player's character within both said game field and a~ said predetermined area around said player's character.

7. (Presently amended) A computer program executable in a game apparatus, which can execute a game in accordance with a game program, comprising:

a display control program array for displaying, within a game field, a position of player's character moving in said game field and separately displaying a predetermined area around said player's character; and

a recognition program array for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed in the predetermined area around said player's character on a display screen of a display apparatus, said display control program array displays an indicator for indicating a direction toward said target position in the vicinity of an end portion edge of said display screen in the target position direction, of the

predetermined area around player's character ~~viewed from said player's character~~

in accordance with a recognition result by said recognition program array.

8. (Original) The computer program according to claim 7, wherein said indicator displays periodically changing brightness.

9. (Presently amended) The computer program according to claim 7, wherein said display control program array displays, at least in a part of a game screen, said position of said player's character within <u>both</u> said game field and ~~a~~ <u>said</u> predetermined area around said player's character.

10. (Presently amended) A computer readable recording medium, which can be read by a game apparatus for executing a game in accordance with a game program, comprising:

a display control program array for displaying, within a game field, a position of player's character moving in said game field and <u>separately displaying</u> a predetermined area around said player's character; and

a recognition program array for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed <u>in the predetermined area around said player's character</u> ~~on a display~~

6

~~screen of a display apparatus~~, said display control program array displays an indicator for indicating a direction toward said target position in the vicinity of an ~~end portion~~ _edge_ of said display screen _of the predetermined area around said player's character_ ~~in the target position direction viewed from said player's character~~ in accordance with a recognition result by said recognition program array.

11. (Original) The computer readable recording medium according to claim 10, wherein said indicator displays periodically changing brightness.

12. (Presently amended) The computer readable recording medium according to claim 10, wherein said display control program array displays, at least in a part of a game screen, said position of said player's character _both_ within said game field and ~~a~~ _said_ predetermined area around said player's character.

13. (New) The game apparatus according to claim 1, wherein said display controller further defines a display magnification of the predetermined area around said player's character based on said character's position.

14. (New) The game control method according to claim 4, wherein the displaying further defines a display magnification of the predetermined area around said player's character based on said character's position.

7

15. (New) The computer program according to claim 7, wherein said display control program further defines a magnification of the predetermined area around said player's character based on said character's position.

16. (New) The computer readable recording medium according to claim 10, wherein said display control program further defines a magnification of the predetermined area around said player's character based on said character's position.